

KITTY KABOODLE

DIP SWITCH SETTINGS

DIP SWITCH NO.1 SETTINGS

1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN.	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				FREEPLAY	

FREEPLAY: You can play games without coins.

2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				VOID	

DIP SWITCH NO.2 SETTINGS

1. THE NUMBER OF THE PLAYER'S LIFE

SW	1	2	NUMBER
○	OFF	OFF	2
	ON		3
	OFF	ON	5
	ON		7

2. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

3. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
	OFF	OFF
○	ON	ON

SW3, SW4 and SW5 are not used.

DIP SWITCH NO.3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used.

○ shows recommended settings.

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VERSION	SITE TESTING (D)
DRAWN BY	
NOTE	

HOW TO PLAY



4-way
joystick

Press ATTACK button
to throw or destroy
the block.

Use JUMP button to
jump over the bloc-
ks or enemies.



Destroy the enemy who
has a key and capture
the key.



When you have collect
4 keys, you can go to
the next stage through
the open door.

Arrange 3 blocks with the
same mark in one row, and
you will have a special po-
wer.



GO TO BONUS STAGE

Go to a bonus stage
by picking up a ball
with a star.

A Boss enemy appears
every 5 stage complete.

Throw as many bombs as
possible within a time
given.

You will be fainted
when hit by a bomb
the enemy has thrown.

